the One Ring

1.0 Difficulty Table

TN	Difficulty (skill rank ♦♦♦)
10	very easy
12	easy
14	**moderate**
16	hard
18	severe
20	daunting
Epic Feat	Achieved by rolling a ᚠ and at least a ᚷ

Overcoming TN 18 or 20+ (or Epic feats) should always grant an Advancement point

1.1 Roll Results

Outcome	Effect	Notes
Failure	The Loremaster narrates the consequences of the failure	*Under most circumstances, a companion cannot repeat the same task he just failed*
Success	The acting player achieves the stated objective	-
Great success	The acting player describes how the result surpassed the expectations	*A Great success takes half as long as a normal success*
Extraordinary success	The acting player describes how the result surpassed the expectations	*An Extraordinary success takes a third as long as a normal success*

1.2 Uses of Traits

Invoke a Trait to get an...	Use
Automatic Action	Invoke a Trait when using a Common skill to succeed automatically (an ordinary success)
Unforseen Action	Invoke a Trait to be allowed a die roll in a situation normally out of your control
Advancement Point	Invoke a Trait when you succeed at something that strongly reflects the feature described by the Trait

Players can invoke a Trait when they think it applies to a situation. If no one at the table objects, the Trait effect is applied, otherwise the Loremaster adjudicates

1.3 Conditions and States of Health

Condition	Trigger	Effect
Weary	Endurance equal to or below Fatigue	Success dice showing number in outline give a result of zero
Miserable	Hope equal to or below Hope	On a 👁 result, the hero suffers a bout of madness
Wounded	Failed Protection test	A Wounded hero recovers slowly and is knocked unconscious if wounded again
Spent	Zero Hope	Hero flees from any danger or source of stress
Unconscious	Wounded twice OR zero Endurance	An unconscious hero wakes up as soon as he gains Endurance. Can be killed with a *coup de grâce*
Dying	Wounded AND zero Endurance	Hero dies unless treated with a successful **Healing** roll within 12 hours
Poisoned	Poisoned weapon or attack	Hero is considered as if Wounded

1.4 Getting Better

Action	Trigger	Effect	Notes
Recovery	Rest for at least 30 mins after combat	Hero recovers Endurance equal to basic Heart score	Wounded heroes cannot recover
Treating Wounds	**Healing** roll vs TN 14	On a successful roll, underline the Wounded label to mark it as treated	A failed Healing roll cannot be repeated before a day has passed

1.5 Resting

Condition	Effects of a Night's Sleep
Hero with untreated Wound	Recover 1 Endurance
Hero with treated Wound	Recover 2 Endurance
Uninjured Hero	Recover 2 Endurance plus basic Heart rating
Weary Hero	If Endurance is higher than Fatigue after resting hero is no longer Weary
Wounded Hero	If Endurance is back at maximum score after resting hero is no longer Wounded
Fatigue Rating Update	If Encumbrance was reduced before resting, update Fatigue rating
Journey Fatigue Recovery	Can be recovered only resting in a safe place (not while travelling) at a rate of 1 Fatigue for every night's sleep

Additional Page References	
Opposed Actions: LB 21	**Prolonged Actions:** LB 22
Typical Tasks: AB 149	**Typical Tests:** LB 28

2.0 Onset

#	Step
1	Resolve Surprise Attacks (Table 2.1)
2	Determine Initiative (Table 2.2)
3	Roll for Combat Advantages (see LB 41)
4	Resolve Opening Volleys (see LB 41)
5	Proceed to Close Quarters (see LB 44)

2.1 Surprise Attacks

Situation	Surprise Test	Failure	Notes
The Company is Ambushed	Heroes roll **Awareness**, **Battle** or **Hunting** (see table 2.2 for TN)	*Surprised!* Companion cannot roll for Combat Advantages or Opening volleys	Warn another companion on a ᚷ, or two companions on a ᚷᚷ+
Ambushing Enemies	Heroes roll **Stealth**, **Battle** or **Hunting** (see table 2.2 for TN)	All companions must pass the test or the ambush fails	Assist another companion on a ᚷ, or two companions on a ᚷᚷ+

If all combatants are aware of the enemy no surprise attacks are possible (proceed to Determine Initiative)

Additional Page References	
Adversaries: LB 64	**Combat:** AB 156, LB 40
Engagement: LB 45	**Weapons:** AB 76, 110

2.2 Ambush Difficulty

Company is Ambushed	*TN*
Company alert, with heroes on look-out, or advancing in an open area	12
Company moderately alert, with at least one hero on the look-out	**14**
Company marching with no look-outs, or encamped without set watches	16
Company completely unaware (sleeping, etc.)	18
Ambushing the Enemy	***TN***
Enemies completely unaware of the coming attack, sleeping, etc.	Auto success
Enemies marching with no scouts, or encamped without set watches	12
Enemies moderately alert, as when advancing in enemy territory	**14**
Enemies alert, with set watches, or advancing in an open area	16
Enemies extremely alert, and include creatures with heightened scent or sight, or advancing in an area unfit for ambushing	18

2.3 Determine Initiative

Situation	*Initiative*
The company is defending against an advancing enemy	The Company
The company is attacking an enemy in a defensive position	The Enemy
The companions were ambushed but at least half of them passed the Surprise test	The Company
The companions were ambushed and more than half of them failed the Surprise test	The Enemy
The company ambushed the enemy and all companions passed the Surprise test	The Company
The company ambushed the enemy but at least one hero failed the Surprise test	The Enemy
Sort any unclear situation with an opposed roll: highest companions' **Battle** vs highest ranking enemy (Vocation for most creatures)	Winner

2.4 Effects of Initiative

Initiative	*Order of Action*	*Roll for Combat Advantages*
The Company	Companions act first	TN 14
The Enemy	Enemies act first	TN 18

2.5 Special Abilities of Adversaries

Name	*Cost*	*Effect*
Bewilder	1 Hate	The TN to hit a companion this round does not consider his Parry rating (consider only the TN of his chosen stance)
Commanding Voice	1 Hate	Restore one Hate point to all creatures of the same kind (not including the creature using the special ability)
Craven	-	If at the beginning of a round the creature is found without Hate points, it flees
Denizen of the Dark	-	While the creature is in the dark its Attribute level is doubled as far as all rolls are concerned
Dreadful Spells	1 Hate	One companion must make a Corruption test. On a failure, he gains a Shadow point and suffers the effects of the creature-specific spell
Fear of Fire	-	The creature loses one point of Hate at the end of the first round of combat fought against a direct adversary wielding a torch or other sort of burning item
Fell Speed	-	The creature can choose which hero to engage at the beginning of every turn (also when in inferior numbers), can attack heroes in any stance, and can choose to abandon combat at the beginning of any round
Foul Reek	-	Heroes engaged with the monster cannot attempt any action different from an attack (including combat tasks)
Great Leap	1 Hate	The creature may attack any one companion, in any combat stance including rearward
Great Size	-	The creature keeps fighting at zero Endurance or when wounded once, until wounded twice, or reduced to zero Endurance AND wounded
Hatred (subject)	-	When confronted by the object of its hate, the creature's Weapon skills and Attack forms become favoured
Hate Sunlight	-	The creature loses one point of Hate at the end of the first round of combat fought while exposed to the light of the sun
Hideous Toughness	1 Hate	Reduce the Endurance loss caused by an enemy's attack by the creature's Attribute Level
Horrible Strength	1 Hate	Following a successful attack, increase the target's Endurance loss by the creature's Attribute Level
No Quarter	1 Hate	If the creature knocks out a character, it may attack again using a secondary weapon: on a great or extraordinary success the target is killed outright
Savage Assault	1 Hate	If the creature's main attack has rolled a great or extraordinary success, attack the same target again using the creature's secondary weapon
Seize Victim	-	If the creature's main attack is successful, the target cannot change stance and sees its Parry rating halved (rounding fractions up). The seizing creature cannot attack with its main weapon as long as it is seizing the target (but can freely use a secondary attack if it possesses one)
Snake-like Speed	1 Hate	When a hero has rolled for an attack against the creature, double its basic Parry score (not including a shield): if the rating is now higher than the roll, the attack misses
Strike Fear	1 Hate	All companions must make a Fear test (TN 14, unless specified differently)
Thick Hide	-	When the creature rolls a great or extraordinary success in a Protection test, the attacker drops his weapon (it may be recovered spending an entire action)
Thing of Terror		All heroes must make a Fear test at the beginning of every round, until they fail or roll a great or extraordinary success (TN 14, unless specified differently)

2.6 Attack Roll Modifiers

Attacker is...	*TN*	*Examples*	*Ranged Attack*
moderately hindered	+2	difficult terrain, unfavorable weather conditions, or cramped quarters	target is at medium range, or is under good cover (trees in a sparse wood)
severely hindered	+4	blinded by heavy snow, knee-deep in mud or water, or in darkness	target is at long range, is very small (a bird), or protected by darkness or ample cover (trees in a dense wood)
Defender is...	***TN***	***Examples***	***Ranged Attack***
moderately hindered	-2	against a wall, in a corner, in cramped quarters	target is greater than human-sized (a Troll)
severely hindered	-4	blinded by the sun, attacked while trying to flee, immobilised by deep snow or mud	target is huge (a Giant, a Dragon)

2.7 Other Sources of Damage

Falling	*End Loss**	*Protection test*
3 feet	2	-
6 feet	4	TN 12
9 feet	6	TN 13
12 feet	8	TN 14
+3 feet	+2	TN +1

**Make an Athletics test (TN 14) to halve End loss*

Fire Damage	*End Loss per round*	*Protection test*
Torch flame	3	TN 12
Camp-fire	5	TN 14
Brazier of charcoal	8	TN 16
Funeral Pyre	12	TN 18
Dragon fire	20	TN 20

Drowning and Suffocation: For every round a hero is unable to breath properly he loses 5 End points

3.0 Tolerance

#	*Step*
1	Basic Tolerance equal to highest Valour or Wisdom in the group
2	Add highest Standing of hero belonging to same culture of encountered group
3	Apply modifiers (see 3.1)

If companions fail a number of rolls in excess of Tolerance, they cannot make any further rolls during the encounter

3.1 Examples of Tolerance Modifiers

Description	*Modifier*
Individual(s) is prejudiced against culture in group	-1
The arrival of adventurers in a place echoes local legend	+3
Companions are known and appreciated	+2
Company on important errand by renowned figure	+1
Adventurers emerge from ill-famed area	-1
Companions carry weapons in hallowed place	-2
Companions trespass into forbidden territory	-3

3.2 Encounter Structure

Stage	*Description*	*Useful Abilities (examples)*
Introduction	Companions present themselves: choose a spokesman or make individual introductions (roll **Lore** or **Insight** for hint about what's best)	**Awe** to impress strangers quickly, revealing lots about self; **Courtesy** to ask for support, especially from friends; **Riddle** to extract information without revealing too much
Interaction	The main part of an encounter. Usually, only heroes who were properly presented during Introduction may now propose actions	**Insight** to observe and evaluate; **Inspire** to address crowds and uplift spirits; **Persuade** to make a point; **Riddle** to gather information; **Song** to garner approval

At the beginning of an encounter the players should focus on an objective and choose their course of action accordingly

3.3 Evaluating the Outcome of an Encounter

Average successful rolls	*Degree of Success*	*Description (to be based on situation)*
0-1	Narrow Success	Something didn't go as well as hoped: the companions got what they were looking for but at the price of some unexpected complication
2-3	Success	The companions achieved the goal they set for the encounter, but nothing else
4-6	Great Success	The companions succeeded beyond their expectations, and some additional positive consequence is added to their reward
7+	Extraordinary Success	The company succeeded admirably and the outcome of the encounter is surprisingly positive

At the end of an encounter, count the number of successful rolls (a Great success counts for two successes and an extraordinary result for three)

"There is nothing like looking, if you want to find something."

Thorin Oakenshield - The Hobbit

4.0 Anguish

Sources of Anguish	*Shadow gain*
Natural tragic event, or very grievous occurrence	Gains 1 Shadow only if test fails AND produces a Eye
Gruesome killing, dreadful experience, Orc-work (senseless destruction), display of the power of the Enemy	1 Shadow point
Harrowing experience, physical and spiritual torment, Sorcery	2 Shadow points
Experience directly the power of the Enemy	Gain automatically 1 Shadow point. Then, gain two additional points if the test fails
Heroes must pass a Corruption test	

4.1 Blighted Places

Traversed Region	*Area is Blighted on a Eye*	*Corruption test*
Free lands, Border lands	Roll the Feat die once	Make a Corruption test only if requested by the Loremaster
Wild lands	Roll the Feat die twice	Make a Corruption test once every week
Shadow lands	Roll the Feat die three times	Make a Corruption test once a day
Dark lands	Roll the Feat die four times	Make a Corruption test twice a day
To determine if area is blighted, roll the Feat die a number of times based on the table		

4.2 Misdeeds

Action	*Shadow gain*
Accidental misdeed	-
Violent threats, lying purposefully, subtly manipulate the will of others	1 point
Cowardice, theft and plunder, killing without need	2 points
Unprovoked aggression, abusing own authority to influence or dominate	3 points
Breaking an oath, treachery	4 points
Torment and torture, murder	5 points
Shadow gain is automatic. No roll is needed	

4.3 Cursed Treasure

Treasure Provenance (examples)	*TN*	*Shadow gain*
From the hoard of a Troll	14	1 point
From the hoard of a Dragon	16	1 point
Stolen from an ancient barrow	14	2 points
From a stronghold of the Dark Lord	16	1 automatic point. Then, gain three additional points if the test fails
Heroes must pass a Corruption test upon finding the treasure, or suffer the Shadow point gain indicated		

4.4 Bouts of Madness

Bout of Madness	*Effects*
Rage	Hero broods over wrongs until he reacts aggressively to a perceived threat or source of opposition
Wretchedness	Hero descends in a deep state of depression and cannot propose tasks for the length of the crisis
Desperation	Hero cannot spend points of Hope until his heart is again lifted
Lust	Hero feels an uncontrollable desire for an object not belonging to him, and tries to secretly take it
When hero is Miserable, getting a Eye on any roll will trigger a bout of madness. When the episode has been resolved, replace all Shadow points with one permanent Shadow point	

4.5 Invoking Flaws

Use	*If the Loremaster rules that a Flaw applies…*	*Example*
Feat Reroll	The acting player must roll the Feat die twice, and keep the lowest result	*An arrogant hero is making a Courtesy roll*
Failure Aggravation	The Loremaster can turn the outcome of a failure into a truly catastrophic effort	*A brutal hero fails to address a crowd with Awe and harms someone*
Usually, the Loremaster cannot apply the effects of the same Flaw more than once during the same scene, and certainly not to the same action		

Additional Page References		
Fellowship Phase: AB 168	**Fellowship Points:** AB 81, 105	**Journey:** AB 152, LB 31
Loremaster Characters: LB 24	**Rewards:** AB 134	**The Shadow:** LB 56
Skills: AB 85	**Traits:** AB 94	**Virtues:** AB 123

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